

THE *Shadow*

DYNAMITE 16



THE Shadow

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THE
SHADOW
COMICS
16

THE Shadow

DYNAMITE 16



The Shadow



FRAN
QUIL
14.F.13

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THE Shadow®

WRITTEN BY

CHRIS ROBERSON

ART BY

GIOVANNI TIMPANO

COLORS BY

FABRÍCIO GUERRA

LETTERS BY

ROB STEEN

COVERS BY

ALEX ROSS (25%)

TIM BRADSTREET (25%)

JASON SHAWN ALEXANDER (25%)

FRANCESCO FRANCAVILLA (25%)

SPECIAL THANKS TO

JERRY BIRENZ, ANTHONY TOLLIN AND MICHAEL USLAN

THE SHADOW CREATED BY

WALTER B. GIBSON

SEE THE LAST PAGE FOR ALL VARIANT COVERS

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Juan Collado, President / COO
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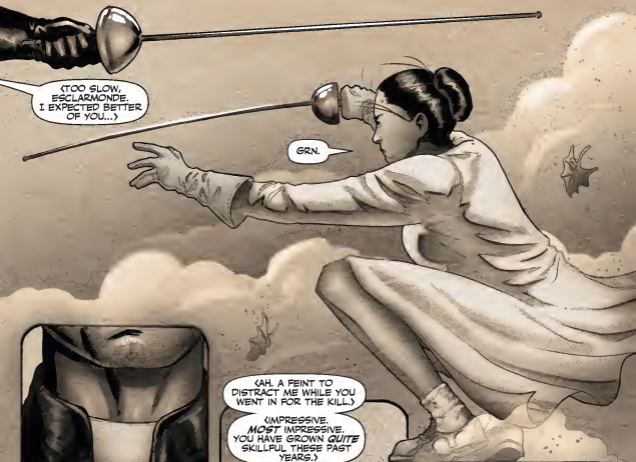
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(TOO SLOW, ESCLARMONDE. I EXPECTED BETTER OF YOU...)

GRN.

(AH. A FEINT TO DISTRACT ME WHILE YOU WENT IN FOR THE KILL.)

(IMPRESSIVE. MOST IMPRESSIVE. YOU HAVE GROWN QUITE SKILLFUL THESE PAST YEARS.)

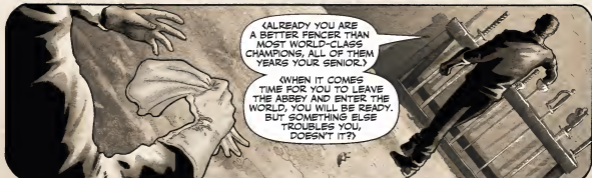


THUNK



(I 3PANTE ONLY DO AS YOU TAUGHT ME, FATHER LUCIEN.)

(BUT STILL I THINK MY LUNGES COULD BE QUICKER.)



(ALREADY YOU ARE A BETTER FENCER THAN MOST WORLD-CLASS CHAMPIONS, ALL OF THEM YEARS YOUR SENIOR.)

(WHEN IT COMES TIME FOR YOU TO LEAVE THE ABBEY AND ENTER THE WORLD, YOU WILL BE READY. BUT SOMETHING ELSE TROUBLES YOU, DOESN'T IT?)



(IT WAS SOMETHING VICTOR TOLD ME WHEN I SAW HIM IN THE YARD YESTERDAY. HE SAYS THAT THE ORDER CLINGS TO OUTMODDED IDEAS, FADED IDEOLOGY.)

(HE TOLD ME THAT THE WORLD BEYOND THESE WALLS HAD MOVED BEYOND SUCH IDEAS AS "GOOD" AND "EVIL.")



(THE FARMER LARUE'S BOY HAS ALWAYS BEEN PLAGUED WITH DOUBTS, LIKE FAR TOO MANY OTHERS BEFORE HIM.)

(BUT YOU MUST LEARN TO IGNORE SUCH VOICES, IF YOU ARE TO BE THE LIGHT'S HOLY INSTRUMENT IN THE WORLD.)

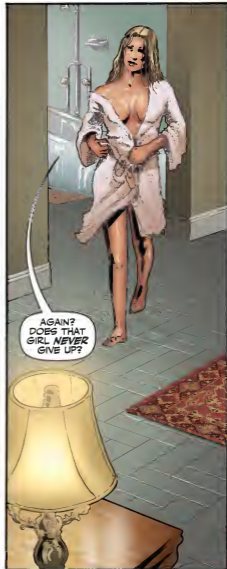
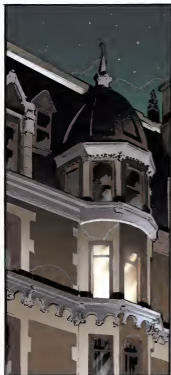


(I DIDN'T LISTEN TO HIM, FATHER LUCIEN. I KNOW THAT GOOD AND EVIL ARE REAL IF EVEN HE DOES NOT.)

(THAT HE CANNOT RECOGNIZE VIRTUE AND VICE WHEN HE SEES THEM, DOES NOT MEAN THEY DO NOT EXIST.)



(YOUR TRUE STRENGTH IS THAT YOU SEE.)



A large panel showing The Shadow, a man in a black trench coat and hat with a red scarf, standing in a dark room and talking on a rotary telephone. The floor is made of stone tiles.

THE SHADOW
HAS NEED OF YOU,
MARGO LANE.

A close-up panel of The Shadow's face, looking down with a serious expression. He is holding a rotary telephone receiver to his ear.

I HAVE LOCATED
ASSOCIATES OF THE
LIGHT'S FIRST
VICTIM.

THEY HAVE BEEN
PERSUADED TO SHARE
WHAT THEY KNOW
OF THE MAN AND HIS
BACKGROUND.

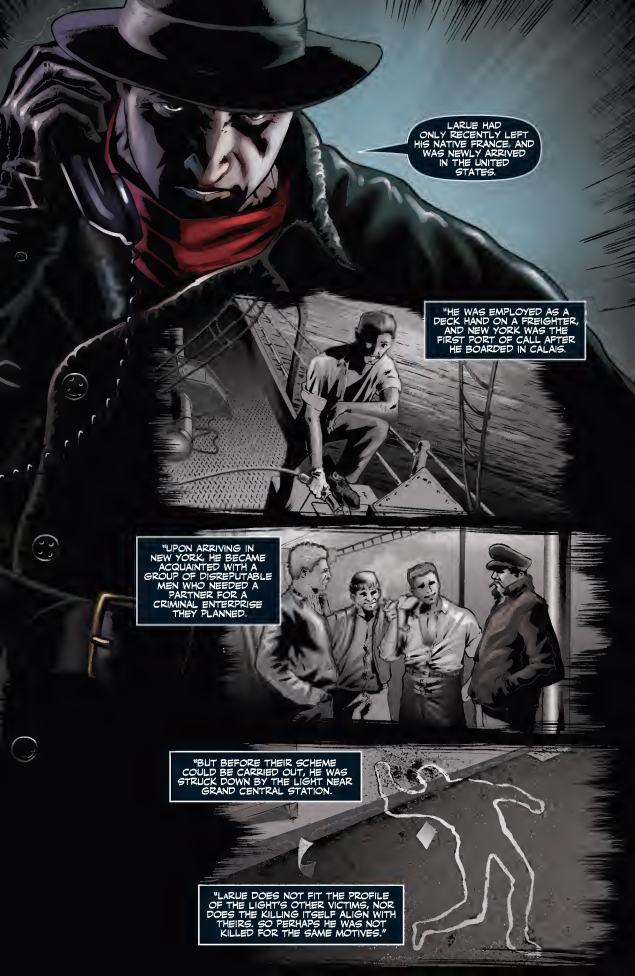
A panel showing the detective from the previous panel, now scratching his head with his right hand, looking confused or frustrated.

"PERSUADED?"
HE SAYS. GLAD HE
DOESN'T NEED TO
PERSUADE ME.

A panel showing The Shadow from behind, standing at a desk in a dimly lit room. A detective is partially visible on the right side of the frame.

THE FIRST
DEAD MAN WAS NAMED
"VICTOR LARUE."


AND I BELIEVE
HE IS THE KEY TO
UNRAVELING THE
MYSTERY OF THE
LIGHT.



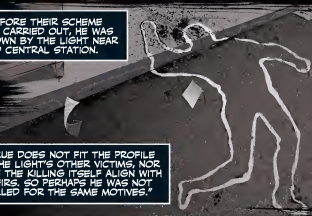
LARUE HAD ONLY RECENTLY LEFT HIS NATIVE FRANCE, AND WAS NEWLY ARRIVED IN THE UNITED STATES.



"HE WAS EMPLOYED AS A DECK HAND ON A FREIGHTER, AND NEW YORK WAS THE FIRST PORT OF CALL AFTER HE BOARDED IN CALAIS."



"UPON ARRIVING IN NEW YORK, HE BECAME ACQUAINTED WITH A GROUP OF DISREPUTABLE MEN WHO NEEDED A PARTNER FOR A CRIMINAL ENTERPRISE THEY PLANNED."



"BUT BEFORE THEIR SCHEME COULD BE CARRIED OUT, HE WAS STRUCK DOWN BY THE LIGHT NEAR GRAND CENTRAL STATION."


"LARUE DOES NOT FIT THE PROFILE OF THE LIGHT'S OTHER VICTIMS, NOR DOES THE KILLING ITSELF ALIGN WITH THEIRS. SO PERHAPS HE WAS NOT KILLED FOR THE SAME MOTIVES."



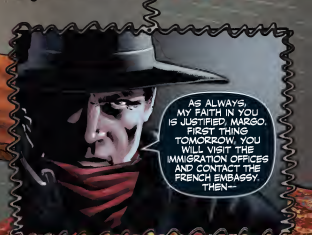
WHAT IF THIS
LARUE JOKER KNEW
THE LIGHT IN HER
REAL IDENTITY?
AND RECOGNIZED
HER?



THOSE ARE MY
SUSPICIONS.



SO I GUESS
YOU NEED ME TO
FIND OUT EVERYTHING
WE CAN LEARN ABOUT
LARUE? WHERE
HE'S FROM, WHO
HE MIGHT HAVE
KNOWN.

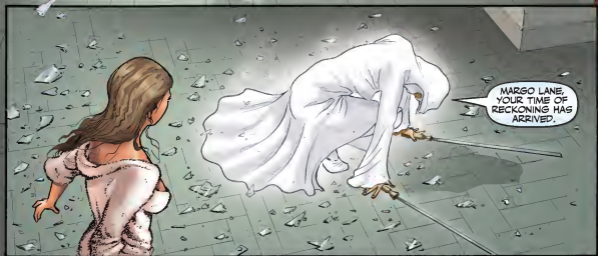


AS ALWAYS,
MY FAITH IN YOU
IS JUSTIFIED, MARGO.
FIRST THING
TOMORROW, YOU
WILL VISIT THE
IMMIGRATION OFFICES
AND CONTACT THE
FRENCH EMBASSY.
THEN—



WHAT
THE--?!

SMASH









NOW WAIT
JUST A SECOND,
SISTER.

YOU'RE A FINE
ONE TO TALK ABOUT
SIN, RUNNING AROUND
WITH SWORDS AND
MURDERING
PEOPLE.

ISN'T
MURDER
A SIN?

OR DID
THAT PART GET
LEFT OUT OF
THE RULEBOOK
YOU WERE
HANDED?

I DO NOT
COMMIT MURDER.
I AM AN INSTRUMENT
OF DIVINE JUSTICE!
AND I WILL--

UNGH.

CRASH





IT WOULD HAVE BEEN BETTER HAD YOU SUBMITTED TO JUSTICE WILLINGLY.

I AM HERE TO **END** YOUR TORMENT IN THIS VALE OF TEARS, NOT **PROLONG** IT.



CLICK



BUT IT WILL DO YOU LITTLE GOOD.



YOU PROBABLY
HEAR THIS A
LOT, BUT THERE'S
SOMETHING I'VE
JUST GOT TO
TELL YOU.

YOU ARE NUTS,
LADY. DANGEROUS, TO
BE FAIR, BUT NUTTER
THAN A FRUITCAKE.



I AM THE
LIGHT OF THE
WORLD. YOUR VENAL
BARBS AND
INSULTS DO NOT
CONCERN ME.

I WAS CHOSEN
TO SERVE DIVINE
JUSTICE, AND NO ONE
SHALL INTERFERE
WITH MY SACRED
MISSION.



ARE YOU
SURE ABOUT
THAT, HONEY?
NO ONE?



CERTAINLY NOT
A SOUL AS STAINED
BY DARKNESS AND
SHADOWS AS
YOU.



YES, BUT
WE'RE NOT THE
ONLY ONES HERE,
ARE WE?

?



HA HA
HA HA HA
HA HA



YOU!







YOU MAY STRIKE DOZENS OF BULLETS FROM THE AIR WITH YOUR BLADES, BUT I NEED ONLY GET *ONE* PAST YOUR DEFENSES TO MAKE MY MARK.

SURRENDER NOW, AND FACE JUSTICE!



YOU KNOW NOTHING OF JUSTICE! EVIL EXISTS AND THE LIGHT SEES.

AND A KNIGHT OF THE ORDER WOULD NEVER SUBMIT HERSELF TO A SERVANT OF DARKNESS LIKE YOU!



AS YOU WISH.



THIS IS FAR FROM OVER, SHADOW. WE WILL MEET AGAIN. ONCE MORE.



SO BRIGHT! I CAN'T--





THAT WAS QUICK
THINKING, KNOWING THAT
I WOULD LIKELY ARRIVE IN THE
AUTOGYRO. THE ROOFTOP
MADE A PERFECT ARENA TO
TRAP THE LIGHT.

I HAD HOPED
TO PIN HER DOWN
BEFORE SHE WAS
ABLE TO FLEE.



BUT CLEARLY,
I HAVE FAILED IN
THAT. THERE IS NO
SIGN OF HER.




ANOTHER
CONFRONTATION
ENDED, WITH
NOTHING
TO SHOW
FOR IT.

OH, I
WOULDN'T
SAY THAT WE
ENDED UP
COMPLETELY
EMPTY-
HANDED.



I THINK
SHE *DROPPED*
SOMETHING.



A STRANGE
BLADE, AND EVEN
STRANGER ON CLOSE
EXAMINATION.

IF WE CAN TRACE
THE ORIGINS OF THE
SWORD, PERHAPS THAT
WILL HELP US DISCOVER
THE ORIGINS OF SHE
WHO WIELDED IT.



WELL, AT LEAST
YOU STOPPED HER
FROM KILLING *ONE*
PERSON AT LEAST.
ME.

YES, MARGO,
AND I AM RELIEVED
NOT TO LOSE SUCH A
VALUABLE AGENT.

BUT HER
NEXT VICTIM
MIGHT NOT BE
SO LUCKY.

"WE *MUST* FIND THE LIGHT,
BEFORE SHE STRIKES AGAIN."



TO BE CONTINUED

DYNAMITE®

IN THE NEWS - JULY 2013

THE ART OF SEAN PHILLIPS HARDCOVER CELEBRATES THE CAREER OF FAN-FAVORITE FATALE AND CRIMINAL ARTIST



Dynamite Entertainment is proud to announce the October 2013 release of *THE ART OF SEAN PHILLIPS* by co-writers Sean Phillips and Eddie Robson, a career-spanning hardcover retrospective of the acclaimed Criminal and Fatale artist, including over 350 pieces of artwork, 70 never-before-seen illustrations, and exclusive interviews with the artist and his peers.

For *THE ART OF SEAN PHILLIPS*, the artist has personally selected the very best, most interesting examples of his art for inclusion, from comic strips assembled with childhood friends in his bedroom, through his work for British girls' comics and 2000AD, to his role as a key artist in the early years of Vertigo, through his superhero work for Marvel, DC, and WildStorm, and finally from his multiple creator-owned series with collaborator Ed Brubaker. Also, this lavish 312-page hardcover features extensive dialogues with Phillips himself, as well as contemporaries Ed Brubaker, Warren Ellis, Karen Berger, Jamie Delano, Dean Motter, Eddie Campbell, Axel Alonso, Joe Casey, Dave Gibbons, and many more.

"Putting this book together has been a welcome reminder that I might not have wasted my life drawing comics," jokes Phillips.

To discuss this and more, log onto the Dynamite forums at WWW.DYNAMITE.COM/BOARDS

"Looking back, I see that I've managed a wide variety of work in a range of genres that I might not have been that comfortable with drawing beforehand. That I can still bear to look at some of this work means that it's a lot better than I thought it was at the time that I drew it. It's never as good on paper as it was in my head, but seeing the highlights brought together in a proper hardcover retrospective makes me think that maybe I've got the hang of this comics stuff after all."

Eddie Robson, who co-writes the book with Sean Phillips, says, "You've got a selection of his best work, mixed in with stuff that's never been seen before, and stuff that really shows off his process and his evolution as an artist. It's a lovely object, so well-designed, and seeing all the material outside a narrative context gives you a fresh appreciation of Sean's work. But we were keen for there to be value in the text too, so it's 60,000 words, which would comfortably fill a 200-page paperback on its own. It's not just a few bits of puff to fill in the spaces around the artwork; it's a full and frank account of Sean's career from the beginning to the present day. It's really enlightened me regarding Sean's work and the craft of a modern comics artist generally, and thanks to all our contributors, I'm sure it'll do the same for everyone who reads it."

Nick Barrucci, CEO and Publisher of Dynamite, expressed his enthusiasm for the project. "Sean Phillips is one of the industry's top talents - a true visionary whose artistic prowess conveys such incredible depth and drama, you can't help but be drawn into his storytelling. I leapt at the chance to get this book published, and his involvement through every step of the process has been both invaluable and a pleasure. We couldn't be happier to place his retrospective on our bookshelf alongside our successful Alex Ross, Howard Chaykin, and John Cassaday art books. Now it's time to add the beautiful Sean Phillips hardcover."

THE ART OF SEAN PHILLIPS is solicited in the Diamond July Previews catalog for release in October.

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NEXT ISSUE:



ISSUE #17

The Shadow has pieced together the origins of the mysterious killer known only as the Light, and has at last uncovered her true identity. But will that knowledge do him any good, as the Shadow and the Light face off against each other for one last showdown? And will either of them survive the encounter?

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FEATURED REVIEWS

BATTLESTAR GALACTICA #1

(Geeks of Doom):

"*BATTLESTAR GALACTICA* #1 proves the theory that if you want the best, you get the best. In this case, if you have a tremendous popular science fiction franchise with a huge cast, you call DnA (Dan Abnett and Andy Lanning) to write your book. Any fan of the television show is going to love this book. Anyone who's never seen or been interested in the television show, will definitely be entertained. Pick this book up now!"

BATTLESTAR GALACTICA #1

(Major Spoiler):

"*BATTLESTAR GALACTICA* #1 filled a campy, space-opera-sized hole in my heart."

GRIMM #1

(Bloody Disgusting):

"The art is simply great. I like the realistic imagery, especially with regards to the

Wesen, there is a big diversity of creatures and they look unique and interesting. The violence is unsuspected and well done. The colours are not overly dark or soft, and they offer a good representation of daily life."

GRIMM #1

(Major Spoiler):

"Bottom line: this issue is one of the best adaptations of a TV series ever. The pacing is quick and deliberate, much like the series. The art has a very dark feel, much like the show, which often has much of the action taking place at night. On all the things that concern me — likenesses, up-to-date storylines, being true to the show on nearly every level... I was impressed by *GRIMM* #1. I'm anxiously awaiting the next issue."

GARTH ENNIS' RED TEAM #3

(Comic Book Therapy):

"It's an incredibly intriguing crime drama

being told alongside some great art. Cermak's art is brilliant as always."

BLACK BAT #2

(Comic Book Therapy):

"Buccellato has found a great angle for Black Bat's new origins. He's a character that could do well with a modern twist, and so far Buccellato has succeeded. There is still a lot of mystery as to the character and the larger story, but it's still early days. At least it's a fun ride!"

SHADOW: YEAR ONE #3

(Comic Book Bin):

"Issue #3 is about bad guys, the kind of fictional violent, remorseless killers that deserve to have the sword of justice brought down on them. Thank goodness that Matt Wagner finally, really unleashes The Shadow's pistols."